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Lyria & Rivia

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Witcher TTRPG Homebrew Collection

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Lyria and Rivia at a Glance

Region Details	
Status	Confederation of Realms (Dual Monarchy)
Location	The Dol Angra Valley, bordering the Yaruga River, the Mahakam Massif, and the Blue Mountains.
Ruler	Queen Meve (assisted by the Council of Peers)

Demographics	Total population between **2,000,000** and **4,000,000**. The racial breakdown is strictly **90% Human** (80% native Lyrians/Rivians, 20% foreign Nordlings and Haaki silk traders) and **10% Non-Human** (predominantly dwarves, followed by gnomes, Aen Seidhe, and remnant populations of vrani, griggs, and bobolaks).
Language	Common Speech (distinct accents), Onginnan (Dwarven)
Religion	Melitele, The Nordling Pantheon, Morrigan (Lady of Ravens)
Primary Exports	(Lyria) Wine, fruit, falcons, agricultural goods; (Rivia) High-quality weapons, industrial wares.
Currency	**The Gulden.** Minted from gold, silver, copper, lanthanum, and tin. The exchange rate is roughly 4 Guldens to 1 Ducat (or 1.33 Guldens to 1 Redanian Crown).

The Regional Landscape

Geography & Climate

The realm is geographically diverse, entirely landlocked but moderated by two massive bodies of water: Loch Eskalott in Rivia and Loch Oran in Lyria. Because of these lakes, the climate is famously mild—frosts are rare, and what little snow falls melts the moment it touches the earth. To the east, the confederation pushes against the Blue Mountains, and to the west, it borders Mahakam.

The Architecture

Lyria boasts beautiful summer villas built by wealthy nobles and Nordling mages, surrounded by vast vineyards. Rivia is characterized by pragmatic brickwork and a heavy aesthetic of **Dwarven Brutalism**—heavy columns, reinforced arches, and steeply sloping angular roofs inspired by Mahakaman stonework.

Notable Locations

Lyria (The Summer Capital)

A breathtaking city built around Loch Oran. It houses a massive temple to Morrigan forged entirely from black stone in the shape of a crow in flight, guarded by fierce, highly disciplined warrior-nuns.

Rivia (The Winter Capital)

A soot-stained industrial hub resting against the Craag Ros hills. The mist-shrouded Loch Eskalott borders the city; local legend claims the lake's thick, permanent fog hides an unsealed dimensional rift left over from the First Conjunction of the Spheres.

The Dol Angra Valley

The contested borderland region that follows the Yaruga. It is dotted with strategic fortresses like Rastburg Castle and Gwydberg.

Hawksburn

A notable settlement completely dedicated to the breeding and export of highly prized hunting falcons.

Society & Culture

A Tale of Two Peoples

A fierce rivalry defines the twin kingdoms. For example, Rivians are fiercely stereotyped (specially by Lyrians) abroad as thieves, while Lyrians are slandered for their supposed promiscuity (specially by Rivians). This rivalry birthed incredible martial specialization: Lyria produces the absolute finest crossbowmen in the North, while Rivia developed the **"***Rivian Smash***"**—a notoriously brutal, dirty, close-quarters sword-fighting style.

Entertainment & Sport

While painting and opera are largely ignored, the Commonwealth boasts the **Grand Society of Theatre of Vinograd**, making drama and shadow plays the

cultural pinnacle of the realm. Shadow plays are frequently used as political satire. A localized aquatic sport called "*Bait*" is also massively popular, involving two teams swimming to force a heavy leather ball into a submerged goal on riverbanks or lakesides.

Social Contradictions (Xenophilia vs. Misogyny)

Strangely, the Commonwealth is incredibly welcoming to foreign humans (such as Zerrikanian merchants or Haakland silk traders). However, it is deeply misogynistic and highly intolerant of sexual minorities. Women are legally treated as second-class citizens; female infidelity is punishable by hanging, independent women are scandalized, and prostitution carries heavy prison sentences. Mages are viewed with deep suspicion.

Law & Vigilantism

Due to constant wartime troop deployments, the crown often turns a blind eye to vigilantism. In Lyria, carrying weapons into public gatherings is heavily restricted; a formalized profession of "*Weapons-Keepers*" exists to confiscate and maintain arms at the door of events. In Rivia, however, universal open carry is the standard.

Economy & War

Governance & Economy

- **The Council of Peers:** The monarch rules over both nations, but is actively assisted by the Council of Peers, a parliamentary body of lords from both kingdoms designed to ensure equal representation.
- **A Perfectly Balanced Economy:** Lyria feeds the confederation with its vast agricultural output, while Rivia arms it with industrial steel and fine dwarven craftsmanship.

Non-Human Relations

Relations are highly volatile. While Rivia’s economy relies heavily on assimilated dwarves, these non-humans are forced into ghettos. The incredible skill of the dwarven smiths breeds intense jealousy and economic resentment among

human workers. This frequently boils over into racial violence and pogroms (such as the infamous Rivian Pogrom of 1268).

The Lyrian-Rivian Army

The military boasts the absolute finest crossbowmen on the Continent. However, they were devastated during the Second Nilfgaardian War. Originally numbering 35,000, surprise attacks and sieges whittled them down to roughly 8,000 hardened survivors. Under Queen Meve, these survivors fought a grueling, legendary guerrilla war.

Regional Bestiary & Plot Hooks

The Local Threats

- **Mountain Predators:** The picturesque Lyrian mountains hide deadly predators like Griffins, Wyverns, and Harpies that frequently terrorize the vineyards.
- **Post-War Necrophages:** The Dol Angra valley is scarred by recent battles, drawing Ghouls, Graveirs, and Rotfiends. Furthermore, every spring, Mahakaman dwarves perform "Spring Cleaning" in their mines, driving hordes of Rock, Magma, and Ice Trolls down into the Rivian foothills.
- **Unique Confederation Horrors:**
    - **Albino Strigas:** Deeply tied to the region's oppressive laws, local legend claims that women who curse their unborn children before dying of complications from unwanted pregnancies birth these pale, ferocious strigas.
    - **Golden Katakans:** A powerful, golden-tinged mutation of the Katakan. The most infamous is *Vladius Drenis Dragosescu*, an elder vampire who shapeshifts into human form and impales his victims along the Aedirnian-Lyrian border.
    - **The Saetona:** A massive, venomous winged serpent (proto-draconid) possessing a hypnotic gaze.

Campaign Hook (The Loyalists)

Nilfgaardian stragglers have taken over a ruined fortress near Rastburg. The local Council of Peers refuses to send the army, so a desperate village hires the

Witchers to clear them out before the Black Ones can burn their crops.

Campaign Hook (The Shadows of Vinograd)

The Grand Society of Theatre has been staging subversive shadow plays mocking the Council of Peers. A furious local lord hires the party to find and silence the playwright, but the players discover the "writer" is actually a Vrani tailor—the underground leader of the local non-human ghetto.

Campaign Hook (The Spring Cleaning)

A displaced, highly territorial Magma Troll has taken over a Lyrian toll bridge after being flushed out of Mahakam. The troll refuses to leave until someone can beat him in a dwarven drinking contest or a localized game of "*Bait*."

Campaign Hook (The Stolen Shipment)

A cartel of human smiths in Rivia hires the party to intercept a shipment of raw Mahakaman steel meant for the dwarven ghettos, hoping to starve their non-human competition of resources.

Items Native to the Region

Because of the stark divide between Lyrian agriculture and Rivian industry, the region produces a highly specific array of goods and armaments.

Weapons

Heavy Rivian Crossbow

"The Black Ones think their heavy armor makes them invincible. Let's see how invincible they are when a Rivian bolt punches through their breastplate at a hundred paces."

- **Type:** Piercing (P)
- **Weapon Accuracy (WA):** +2
- **Avail.:** Poor (P) / Regional Military
- **Damage (DMG):** 4d6+2
- **Reliability (Rel.):** 15
- **Hands:** 2

- **Range:** 50 meters
- **Effect:** Armor Piercing, Slow Reload
- **Concealment:** N/A
- **Weight:** 3.5 kg
- **Cost:** 480 Crowns
- **Overview:** A masterfully engineered weapon utilized by the famed Lyrian-Rivian arbalests. While slightly heavier than standard models, its reinforced limbs and superior dwarven-inspired winching mechanism allow it to punch directly through heavy Nilfgaardian plate armor.

Armors

- Lyrian Leather Jacket: See Core Rulebook
- Lyrian Leather Trousers: See Core Rulebook

The Gulden (Currency)

Coin Name	Composition	Standard Value
The Gulden	Gold, Silver, Copper, Lanthanum, Tin	Gold, Silver, Copper, Lanthanum, Tin

- **Overview:** The official currency of the Confederation. Its name is widely considered a linguistic mispronunciation of the word "golden," serving as a sardonic jest among the populace since the coin is heavily alloyed with tin and lanthanum rather than being pure gold.

Lyrian Hunting Falcon (Trained Animal

- **Avail.:** Rare (R) outside of Hawksburn
- **Cost:** 300+ crowns (depending on training)
- **Overview:** Bred primarily in the settlement of Hawksburn, these exceptionally intelligent birds of prey are highly sought after by nobles across the Northern Kingdoms. They can be trained to hunt small game, scout open terrain, or deliver localized messages.

Ghetto-Forged Mahakaman Steel (Crafting Component / Weapon Upgrade)

- **Avail.:** Rare (R) / Black Market
- **Cost:** 1.5x standard Mahakaman Steel prices
- **Overview:** Weapons produced in the dwarven ghettos of Rivia are technically heavily taxed or confiscated by human cartels. However, raw Mahakaman steel smuggled into the ghettos is frequently forged into incredibly reliable armaments under the table. Weapons forged in the Rivian ghettos frequently boast a +5 to their maximum Reliability due to the desperate perfectionism of the smiths trying to outcompete human guilds.

Citizens & Factions of Interest

- **Queen Meve:** The fiercely intelligent, battle-scarred monarch of Lyria and Rivia. She is a beloved tactical genius.
- **Prince Villem & Prince Anséis:** Meve's sons. Villem briefly collaborated with Nilfgaard, while Anséis is fiercely proud, arrogant, and obsessed with tourneys.
- **Reynard Odo:** Meve's fiercely loyal general, tactician, and eventual royal consort.
- **Gascon Brossard (The Duke of Dogs):** A charismatic bandit leader who aided Meve and founded the *Iron Falcons* mercenary company.
- **Aanya of Chalotra:** A Melukkan sorceress and close friend of Meve's assassinated mother, Queen Kalis. She is famous for saving the infant Meve via teleportation during the attack.

Background NPCs

Rivian Arbalest (Military Veteran)

"The Black Ones think their heavy armor makes them invincible. Let's see how invincible they are when a Rivian bolt punches through their breastplate at a hundred paces."

Classification: Humanoid (Human)

Danger Ratings

Attacks

Easy, Medium, or Hard?	Medium
Simple, Complex, or Difficult?	Complex
Statistics	
INT	5
REF	8
DEX	8
BODY	7
SPD	6
EMP	4
CRA	4
WILL	7
Derived Statistics	
STUN	7
RUN	18
LEAP	3
STA	35
ENC	70
REC	7
HP	35
Skill Bases	
Awareness	+9
Swordsmans	+7
Archery	+6
Crossbow	+10
Courage	+8

Combat Factors	
Armor	Lyrian Gambeson & Chain (Torso 10 SP), Leather Bracers (Limbs 3 SP)
Susceptibiliti	• Hanged Man's Venom: Takes an additional +1d6 damage from weapons coated in Hanged Man's Venom.
Lore	
Bounty	N/A (Active Military)

Name	Type	WA	DMG	Rel	ROF	Effect
Heavy Rivian Crossbow	Piercing	+2	4d6+2	15	1	Range: 50m, Armor Piercing
Arming Sword	Slashing	+0	2d6+2	15	1	N/A

Abilities

- **Blindly Stubborn (Human):** Natural resistance to mind-altering effects or coercion.
- **Sniper's Eye:** Takes no penalty when making attacks at long range with a crossbow.

Loot & Harvesting

Item	Quantity	Description
Whetstone	1	A compact block of honing stone used to keep swords sharp and maintain the deadly edge on crossbow bolts in the field.
Gulden	2d10	Military wages or battlefield spoils minted in the local Lyrian/Rivian currency.
Bodkin (Armor Piercing) Bolts	1d6	Specially forged, heavy steel bolts specifically designed to punch straight through thick Nilfgaardian plate armor.

Dwarven Ghetto Smith (Artisan)

“They spit on us in the streets, they lock us in the ghettos at night, but when they need a sword that won’t shatter against a Nilfgaardian shield, they suddenly remember my name.”

Classification: Humanoid (Dwarf)

Attacks

Danger Ratings	
Easy, Medium, or Hard?	Medium
Simple, Complex, or Difficult?	Complex
Statistics	
INT	6
REF	6
DEX	6
BODY	9
SPD	4
EMP	5
CRA	10
WILL	8
Derived Statistics	
STUN	8
RUN	12
LEAP	2
STA	40
ENC	225*
REC	8
HP	40
Skill Bases	
Business	+9

Brawling	+8
Crafting	+12
Resist Coercion	+9
Combat Factors	
Armor	Heavy Leather Apron (Torso 5 SP
Susceptibiliti	• Hanged Man's Venom: Takes an additional +1d6 damage from weapons coated in Hanged Man's Venom.
Lore	
Bounty	50 Crowns (If framed for sedition by human rivals)

Name	Type	WA	DMG	Rel	ROF	Effect
Smithing Hammer	Bludgeon	+0	2d6+2	15	1	Armor Piercing

Abilities

- **Tough (Dwarven):** Takes half damage from all piercing and slashing attacks.
- **Strong (Dwarven):** Encumbrance is BODY x 25.

Loot & Harvesting

Item	Quantity	Description
Master-crafted dagger	1	A brilliantly forged, perfectly balanced blade etched with subtle Mahakaman runes; a testament to their immense skill.
Gulden	4d10	Stashed profits from high-end, under-the-table weapons contracts hidden from the local human authorities.

Steel or Meteorite Ore	1d4	Raw, high-quality forging materials smuggled into the ghetto for premium commissions.

Anti-Dwarven Agitator (Human Thug)

“How are honest Rivian men supposed to feed their families when the bearded bastards in the ghetto are taking all the contracts? It’s time we reminded them whose kingdom this is.”

Classification: Humanoid (Human)

Attacks

Danger Ratings	
Easy, Medium, or Hard?	Easy
Simple, Complex, or Difficult?	Simple
Statistics	
INT	4
REF	7
DEX	7
BODY	8
SPD	6
EMP	3
CRA	3
WILL	6
Derived Statistics	
STUN	7
RUN	18
LEAP	3
STA	35
ENC	80
REC	7
HP	35

Skill Bases	
Streetwise	+7
Brawling	+7
Melee	+8
Intimidation	+8
Combat Factors	
Armor	Padded Vest (Torso 3 SP
Susceptibiliti	• Hanged Man's Venom: Takes an additional +1d6 damage from weapons coated in Hanged Man's Venom.
Lore	
Bounty	25 Crowns (For disturbing the peace)

Name	Type	WA	DMG	Rel	ROF	Effect
Heavy Cudgel	Bludgeon	+0	2d6	10	1	25% Stun Chance
Throwing Knives	Piercing	+0	1d6	10	1	Range: 10m

Abilities

- **Blindly Stubborn (Human):** Natural resistance to mind-altering effects or coercion.

Loot & Harvesting

Item	Quantity	Description
Racist political pamphlets	1d4	Crudely drawn, hate-filled leaflets blaming non-humans for the economic hardships of Rivia.
		A handful of loose coin, likely extorted

Gulden	1d10	from local ghetto merchants or won in a tavern brawl.
Cheap flask of spirits	1	Low-quality, harsh liquor used to fuel their liquid courage before starting a riot.

GM Toolkit: Lyria & Rivia Encounters

When players are traveling the Dol Angra valley or the streets of the Twin Capitals, roll a 1d10 or choose from the following events:

1. **The Weapons-Keeper:** While attending an exclusive theater showing in Lyria, the party is stopped at the door by an overzealous Weapons-Keeper demanding they check their equipment. They must negotiate or sneak their weapons inside.
2. **The Accent Check:** A Temerian or Aedirnian merchant caravan hears a local speaking with a Rivian accent and immediately accuses them of trying to steal from the wagons.
3. **The Queen's Tax:** Lyrian soldiers are levying emergency taxes on a small vineyard to fund the reconstruction of Rastburg Castle. The farmers are begging to keep enough to survive the winter.
4. **The Bait Match:** The party arrives at a river crossing blocked by a massive crowd watching a brutal game of "Bait." A local bookie approaches them to place wagers (in Guldens) on the bruising aquatic match.
5. **The Ghetto Gates:** In Rivia, the players witness the city guard forcefully locking the gates of the dwarven ghetto at sundown, while human laborers hurl rocks and insults over the barricades.
6. **Stragglers:** The party stumbles upon a camp of Nilfgaardian deserters from the Second War. They are starving, stripped of armor, and beg for food or safe passage out of the valley.
7. **The Crossbow Contest:** A tavern in Spalla is hosting a target-shooting contest. The entry fee is 15 Guldens. A player must beat a DC 16, 18, and 20 Archery/Crossbow check consecutively to win a master-crafted Rivian crossbow.
8. **Mage's Ruin:** The players find the burnt-out husk of a summer villa that once belonged to a Nordling mage, sacked during the witch hunts. A localized magical anomaly (or an now unbound elemental) still guards the cellar.

9. **The Pale Bride:** A grieving father hires the party to track down a monster slaughtering livestock. Evidence quickly points to an Albino Striga—the cursed offspring of his deceased daughter.
10. **Shadow Play Subversion:** The players witness a local shadow play in a village square. An Intelligence Officer from the Crown attempts to arrest the puppeteers for treasonous satire, inciting a riot.

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BreezeWiki source code

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